



THE KEY

In the Mirror Dimension...

- All Gleebs travel at the same speed.
- All Gleebs travel in the same direction.
- All Gleebs travel on a predetermined path.

The key to success on this screen is to learn where the jump points are, then use them to your advantage. It's a good idea to practice at Skill Level 1, where there are no lizards to contend with during the first two screens.

When one Gleeb is hot on the heels of another, use the Control Stick to reverse direction just before or after a jump, to try to combine two Gleebs into one.

A lizard can only bite a Gleeb on stairways. Ramps and smooth surfaces are safe places. When a lizard is rolling toward a Gleeb, a quick change of direction or a well-timed jump can save the day.

Those beakers of water don't stay on the screen for long! If it's too far away from the Gleebs to reach by traveling the conventional path, one or two quick jumps can put you in position to tip over the beaker before it disappears.

In the Cubic Maze...

The key to success on this screen is to learn how to keep the Gleebs separated!

The separation points are at the corners of the cubes. Press the Left Side Button when the Gleeb is approaching a **lower** corner to make one of the separated Gleebs go **up**. Press the Right Side Button when the Gleeb is approaching an **upper** corner to make one of the separated Gleebs go **down**.

Pressing the Left Side Button at a separation point makes one of the separated Gleebs go up, while the other continues on the predetermined path.

Pressing the Right Side Button at a separation point makes one of the separated Gleebs go down, while the other continues on the predetermined path.

A lizard can only bite a Gleeb when they meet at a corner of the cube. Since the Gleebs can't jump on this screen, use the Control Stick to stay away from corners when approaching a lizard.

Although there are no beakers of water at the Gleebs disposal in the Cubic maze, a lizard may spontaneously turn into a fish—for a short time. Then it metamorphoses into a bird!



THE KEY